

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

MECH DATA

Type: Goliath GOL-5D

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 320 Fusion

Tonnage: 80

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun (R)	RLL	—	2 [DB, AI]	—	1	2	3
1	Machine Gun (R)	RRL	—	2 [DB, AI]	—	1	2	3
1	Rotary AC/5	LT	1	5/Sht	—	5	10	15
				[DB, R/C]				
3	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—
2	Machine Gun	CT	—	2 [DB, AI]	—	1	2	3
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12

Ammo: (Machine Gun) 100, (RAC/5) 60

BV: 1,975

CRITICAL TABLE

Front Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Left Torso (CASE)

- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5

- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- Ammo (Machine Gun) 100
- CASE
- Roll Again

Rear Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Machine Gun (R)
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○

Front Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

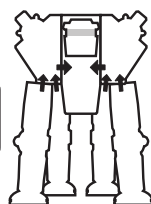
Right Torso

- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- Targeting Computer
- Targeting Computer
- Targeting Computer

- Targeting Computer
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Rear Right Leg

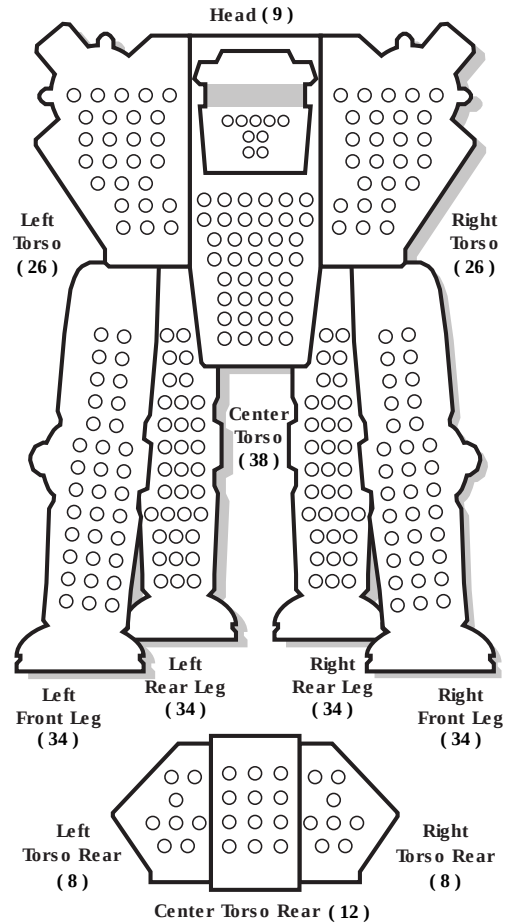
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Machine Gun (R)
- Roll Again



Damage Transfer Diagram

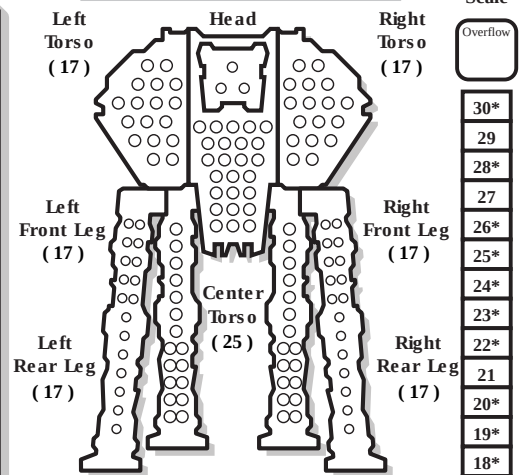
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
30	Shutdown	○○
28	Ammo Exp, avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○○
25	-5 Movement Points	○○○○○
24	+4 Modifier to Fire	○○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○
20	-4 Movement Points	○○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○

Heat Scale

Overflow

30*
29
28*
27
26*
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